

Vidhi Bansal



Real Time 3D Visualizer | Unreal Technical Artist

Address	Los Angeles United States	Phone	2135002689
Email	vidhibnsl21@gmail.com	Links	Personal Website , Linkedin

01 PROFILE

I am an accomplished Real-Time 3D Artist and Unreal Engine Generalist, with a diverse portfolio encompassing 3D visualization, branding, and cinematic productions. Proficient in 3D modeling, texturing, rendering, virtual production, camera operations, and real-time cinematics, I have consistently embraced evolving real time and 3D technology.

I've had the privilege of collaborating with renowned brands such as FIFA, Tommy Hilfiger, Red Bull, Usher, and Marvel Snap, where I played a pivotal role in crafting exceptional 3D visualizations and cinematic experiences of the highest quality.

My ultimate career aspiration is to ascend to the position of Art Director and Creative Technologist in the realm of real-time 3D technology. In this role, I aim to conceive groundbreaking experiences and visualizations while advancing real-time pipelines in each project. I am dedicated to driving progress in our industry, striving for both creative excellence and technological innovation.

02 EMPLOYMENT HISTORY

08/2023 — Present

Freelance Unreal 3D Designer and Visualizer at Foraus Inc, PHNTM, TDR Media, Armada Content

Los Angeles

Freelancing as a Real Time 3D Visualizer designing and creating visualizations using game engine pipelines for various brands and experiences like NBA-NHL, F1, Overly Animated, Dishscapes, Imagiscapes, etc. Responsible for concept creation, design, visualization and pitch development. Cinematics, stills, animations, etc.

Responsibilities include-

- 3D Modeling, designing and cleaning assets for real time 3D pipelines.
- Scene assembly, lighting and composition within UE
- Concept art to 3D visualizations
- Environment art and design for animation and virtual productions
- Animations, character rigging, metahuman design, marvelous designer costume designs.
- Generative Motion Graphics and Niagara graphics
- Cinema 4D motion graphics
- Vehicle Chaos Systems and Automation Blueprints

07/2023 — Present

3D Unreal Artist | Environment Artist at BlackBox Realities

Nashville

Working on an animal controller system alongside environment creation for Dishscapes. Involved in the research, development and documentation of this system specific for the company's animation needs. Also involved in sequencer and keyframe animations, blueprint creation and technical workflows for these gameplay character animation systems.

Responsibilities include-

- developing UE animation blueprints and control rig systems
- creating an efficient animal controller system that can be replicated between animal skeletons and blueprints
- documenting and adding to the research behind animation blueprints and animal controller systems
- designing and modelling environments for Dishscapes

03/2023 — 07/2023

Unreal Engine Artist | Real Time Visualiser at PHNTM

Los Angeles

Working on designing and creating stunning cinematic visuals for various brand events, concert visuals and entertainment productions. Also responsible for pipeline workflow efficiency, introduction of animation pipeline in current workflows specifically for the Tommy Hilfiger project. Worked with names like FIFA, Tommy Hilfiger, Red Bull, Usher, HBO Euphoria, DCAA, etc. Software- Maya, Unreal Engine, Substance Painter, Blender, Cinema4D, Twimotion

Responsibilities include-

- 3D modeling
- Developing and managing an internal real time cinematics mood deck elaborating the specific UE techniques to be involved to create specific cinematic experiences and moods within UE.
- Managing internal and external cinematics for HBO Euphoria, Tommy Hilfiger, Overly Animated, etc.
- Creating technical renders for entertainment productions and events in Rhino, Twinmotion and Unreal Engine
- Scene assembly, lighting, cinematics and renders for entertainment productions.

01/2023 — 03/2023

Real Time 3D Environment Artist | Technical Artist at Armada Content

Nashville

Worked on environments for Dishscapes as a technical environment artist, optimising assets for cryptomatte rendering workflows, blueprint control rigs and texturing edits. Was also responsible for workflow optimisation and pipeline RnD. Was also involved in asset management between Maya and Unreal Engine.

10/2022 — 12/2023

Unreal Cinematics Artist | Compositing at Buddha Jones

Los Angeles

Worked on motion graphics, scene assembly, lighting and texturing for various cinematic trailers with names such as Marvel Snap, Samsung, Xbox, Grounded, etc. Also responsible for compositing and post processing in After Effects and Premiere Pro.

09/2022 — 09/2023

Unreal Artist | Art Director at Liam Young

Los Angeles

Designed, art directed personal film produced by Liam Young entirely using the real time 3D pipeline and automated 3D modeling workflows. All assets were modeled in Maya and Houdini, textured in Adobe Substance Painter. Scene assembly, lighting and rendering was all done in Unreal Engine. The process involved extensive storyboarding and creative direction. This was the thesis project as part of the Animation and Technology course at SCI Arc.

07/2019 — 12/2019

Architectural Intern at Snitker Borst Architects

Amsterdam

Worked as an architectural intern involved with 3D modeling, design brainstorming for various internal projects for the firm based in Amsterdam as a part of the Bachelors in Architecture curriculum.

08/2018 — 01/2023

Real Time Architecture Visualizer at Freelance

Ahmedabad

Designed and created architecture visualizations for clients across the globe like Archimelior Spaces, DRIA, school in Ghuggu Kham, BLK NWS, Preflex Inc, World Wide Web LLC etc. using DCC software like Maya, Blender, Sketchup, and occasionally real time software like Unreal Engine. Also worked on immersive experiences for Yashwanth Munokoti using Unity and a metaverse research project in Unreal Engine to visualize the xenofeminist manifesto.

03 EDUCATION

Aug 2016 — Sep 2021

CEPT University

Ahmedabad

B' Arch

Graduated with a degree in architecture with high honors. Was also awarded multiple first place design awards such as for DRIA.

Aug 2021 — Sep 2022

SCI- Arc

Los Angeles

Masters in Animation Technology and Entertainment Design

Graduated with a 4/4 GPA from SCI- Arc's MS. in animation technology and entertainment design, also termed as Fiction and Entertainment.

04 SKILLS

Unreal Engine

Autodesk Maya

Zbrush

Blender

3DS Max

Substance 3D Painter

Adobe Premiere Pro

Adobe After Effects

Houdini

Adobe Creative Suite

Lighting- Lumen, Ray-Tracing, Path tracing

Rendering

Texturing

Rhino 3D

Sketchup

AutoCAD

Adobe Photoshop

VFX- Niagara, Maya, Houdini

Scene Assembly

World Machine

Blueprints UE

C++ for games